OVERRUN!

A TACTICAL GAME OF MODERN LAND WARFARE

SSI

FIGHT THE LAND BATTLES OF TOMORROW...TODAY!

American forces defending the Autobahn.

American howitzer fire against attacking Soviets.

An advancing Arab APC is destroyed by Israeli forces.

Weapons data for a U.S. M1 Abrams battle tank.

OVERRUN! is the most realistic tactical simulation of modern land warfare ever made. No wonder, since it uses an improved version of the critically acclaimed game system seen in our best-selling wargames — PANZER STRIKE! and TYPHOON OF STEEL.

The action in OVERRUN! is so detailed, you can almost feel the Milan launcher in your hands or the explosion of a HEAT round inside a T-72! Each unit symbol represents either one tank, gun or squad of infantry; each square of the 30 x 90 map, 50 yards. The resolution is so fine that the computer keeps track of the ammunition fired by an infantryman down to the last round!

It also offers so much play flexibility that it is as much a construction set as a wargame. Powerful tools are provided so you easily create your own maps, troops and missions — in essence, an infinite number of scenarios.

Europe and the Middle East serve as the near-future battlefields, where Russia and Soviet allies battle the forces of the U.S. and her allies. This tactical game incorporates practically every ground weapon in the modern arsenal and even some that are in development — such as tanks with reactive armor (including the Soviet T-94), FOG-M and ADATS.

For the historically minded, OVERRUN! includes the Israeli/Arab October War of 1973.

The ratings for armored vehicles are exhaustive. For example, armor is segmented into front, side and top of hull, with fronts and sides further rated for resistance to HEAT and kinetic rounds.

You can simulate single battles or an entire campaign. The former lets you play against another player or the computer and to depart from the scenarios already provided by making use of the construction features.

The campaign scenario pits you against the computer. It creates the maps and determines the type of battles and missions. You "buy" tanks, infantry and support units (such as artillery and missile sections).

The ultimate objective of the campaign game is to fight — and win — as many battles as possible before the war ends. If you suffer heavy losses during one battle, it will take a long time for you to replace and upgrade your forces before you can fight the next battle.

OVERRUN! Advanced study of advanced land warfare.

Screen displays shown are from the APPLE. Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

MADE IN U.S.A.

OVERRUN!

OVERRUN!

APPLE®

SSI

STRATEGIC SIMULATIONS, INC.

STRATEGIC SIMULATIONS, INC.

OVERRUN! was designed by Gary Grigsby, whose other SSI works include PANZER STRIKE!™, TYPHOON OF STEEL™ and MECH BRIGADE.™

■ **PLAYING TIME:** 30 MIN. TO 2 HRS. (SINGLE SCENARIO); 5 TO 25 HRS. (CAMPAIGN GAME).

Art director: LOUIS HSU SAEKOW. Illustrator: MARC ERICKSEN.

■ **ADVANCED LEVEL.**

■ Modern, improved version of the critically acclaimed PANZER STRIKE!/TYPHOON OF STEEL game system.

■ Additions to the system include reactive armor, HEAT shells, thermal sights, missiles, helicopters and more.

■ Play in near-future Europe, near-future Mideast or in the Mideast during the Arab-Israeli October War of 1973.

■ Includes individual vehicles and squads of men from the U.S., the U.K., France, W. Germany, Israel, Iraq, the U.S.S.R., the Warsaw pact, Iran and the Arab countries.

■ Campaign game feature allows you to lead your units through many battles that can span several weeks.

■ Play historical scenarios provided or make up your own.